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- 1 2. The system as defined in claim 1, wherein said main server
2 is a TCP/IP server and assign jobs to said at least one
3 participant server dynamically without relocating the client
4 using neither HTTP nor HTML commands so as to take
5 relocating process away from top networking OSI layers to
6 3rd level of Internet working OSI that is IP so as to enable
7 starting downloading of the requested information from one
8 of said at least one participant servers and finishing the
9 downloading from another of said at least one participant
10 server without ever noticing server alteration by virtue of
11 said at least one participant server assigning to the
12 requested information said IP address of said main server
13 and not said IP address of said at least one participant
14 server.
- 15 3. The system as defined in claim 2, wherein said top
16 networking OSI is at least one of TCP, HTTP, and application
17 level.
- 18 4. A method for using an Internet system, comprising the steps
19 of:
20 a) making a request for information, over the Internet, by
21 a client, to a main server of the Internet system and
22 not to said at least one participant server;
23 b) examining an IP address of the client, by said main
24 server;

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- c) seeking at least one participant server of the Internet system, by said main server, so as to form an at least one nearest participant server;
- d) requesting over the Internet, by said main server acting like an orchestra leader, that said at least one nearest participant server send the requested information to the client, packet-by-packet, over the Internet;
- e) determining if said at least one nearest participant server has the requested information;
- f) labeling, by said at least one nearest participant server, each packet with an IP address of said main server, which enables the client which has a port open only for main server addresses to accept said packets, if answer to step e) is yes;
- g) sending the requested information with said IP address of said main server, by said at least one nearest participant server, to the client, over the Internet;
- h) downloading the requested information from said main server to said at least one nearest participant server, which will distribute the load of said main server to said at least one participant server when lacking multicasting so as to save costs, by virtue of said at least one participant server being relatively easy and inexpensive to add as compared to clustering more

